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Adventures In Narnia

Here, combining the charm of a fairy tale with the excitement of a computer game, is software the whole family can enjoy. To explore, to compete, to learn. Together or on your own.

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LIFEWARE™

WORD

GRUEN STUDIOS

A GRUEN STUDIOS GAME

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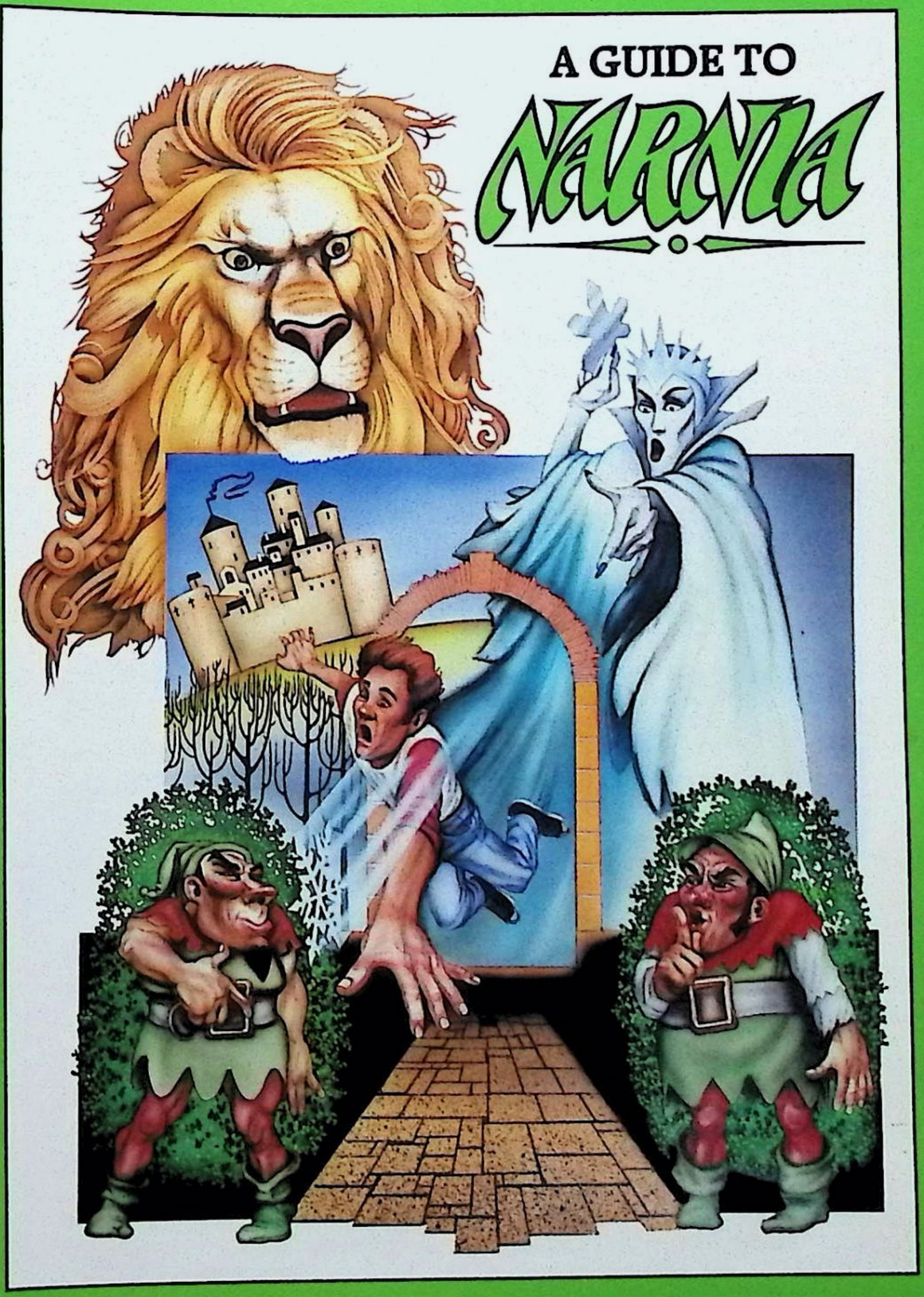
ADVENTURES IN NARNIA

A GUIDE TO NARNIA



A LIFEWARE™ INTERFACE™ GAME

Based on "The Chronicles of Narnia" by C S. Lewis

FROM WORD PUBLISHING
ONE OF THE ABC PUBLISHING COMPANIES

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AN INTRODUCTION TO ADVENTURES IN NARNIA

Interface™ Computer Games

Welcome to Adventures In Narnia, the computer games that are visibly different!

A NEW KIND OF COMPUTER GAME.
Adventures In Narnia have been designed for you and your whole family to enjoy—beginners, video game "buffs", and skeptical grown-ups alike. And here's why. For the first time, the challenge of regular video game play has been expanded to include the sort of human interaction you'd expect to find in family board games. Dice and cards, manipulated by the player, are "interfaced" with the computer, producing an entirely new kind of computer game experience. We call this new kind of game an "interface™" game. It's a difference you can see.

THESE GAMES PLAY DIFFERENTLY.
The pace of an interface™ game is unique in that it is not always "machine" controlled. Although exciting, high-speed, hand-eye coordination is an important part of the play, the flow of the game is frequently put into human hands—**your** hands. The "machine" waits while you think, discuss, decide. The player and observers strategize and argue (without penalty) **in the middle of the game**, allowing the fun and humor of dialogue that is missing in normal video games.

POSITIVE VALUES.
The visible difference in Adventures in Narnia doesn't stop with interface™ gaming. Unlike regular computer games (in which your only goal is to see how many "aliens" you can kill!), these games reward your positive behavior, teaching values like resisting temptation, the importance of self-sacrifice, and choosing between difficult alternatives.

FREE BOOK BONUS!
Adventures In Narnia are based on the best-selling series of books, **The Chronicles of Narnia**, by C.S. Lewis. With each game you get a free copy of the book in the series from which that particular game was derived. If you're already familiar with the book, you'll see your favorite characters from the story come to life on the screen. And if you've never read these classic books, the excitement of the games will encourage you to

explore one of the most delightful tales ever told! **Note: You don't have to read the book to play the game (but we think you'll want to!).**

THOUGHTS FOR PARENTS AND TEACHERS.
The Chronicles of Narnia, wonderful fantasy tales in the tradition of J.R.R. Tolkien's **Lord of the Rings** series, have been used by parents and teachers the world over during the past thirty years to help children understand and explore moral and spiritual values. Later in this guide we offer you some suggestions on how this Adventure in Narnia can be used to enhance learning and family togetherness.

NO EXPERIENCE NECESSARY.
You don't need any previous computer experience to play these Adventures In Narnia games (the start-up instructions are truly "child's play"!). And if you'll take a minute now to thumb through the following pages, you'll quickly see that this is a game that really invites you to play it.

Wouldn't you rather be in Narnia? Go ahead and take that first step . . . into a world of fun just waiting to be shared!

GAME OVERVIEW

Narnia is an INTERFACE™ game with two main arcade action adventures and many exciting sub-adventures that occur throughout the game. You always start the game in Adventure One (The Bushes), and continue into Adventure Two (The Ice Maze).

In Adventure One you are trying to gain points and strength. In Adventure Two you try to gain points and use your strength to reach Aslan the Lion.

When you are hit by a Dwarf (in The Bushes) or go through a door (in The Ice Maze), you are automatically placed in one of the sub-adventures. When you are in a sub-adventure, the screen will tell you what to do, and when to use the dice and adventure cards.

To get ready to play, first shuffle the cards and place them face

down next to the computer along with the dice. Load the program into your computer from the diskette by following the simple steps in the OPERATING INSTRUCTIONS.

PLAY

ADVENTURE ONE
As play begins, the Witch has frozen Narnia and sent out her evil Dwarfs to occupy the playing area. The Dwarfs patrol Narnia, stomping on any flower or beaver that gets in their way, and trying to prevent you from gaining strength.

You (the player) appear in the Wardrobe to the right. You move out of the Wardrobe and around the playing area with the joystick. (**The Apple version** allows you to use a joystick or the keyboard to control movement—see OPERATING INSTRUCTIONS.)

Each time you reach a friendly BEAVER, you receive one unit of strength, indicated by a HEART on the score bar at the top of the screen. As you gain Hearts, Narnia begins to thaw and turn green again.

Each time you touch a FLOWER, you receive 100 points which is added to your point score.

If you get hit by a DWARF or a MOVING BUSH (Dwarfs hide behind the Bushes, so be careful!), you are sent to a DWARF BATTLE.

DWARF BATTLE
The time counter will stop, and the picture on the screen will change to show you, the player, and the Dwarf. The Dwarf will "think of" a random number between 2 and 12, which appears below the picture following the phrase, "NUMBER TO BEAT = ".

First . . . roll both dice.
Second . . . enter the total on your computer.
If you beat the Dwarf's number, you get 500 points and the game

continues. You are returned to Narnia where you were, and the Dwarf has disappeared.
If the Dwarf's number beats or ties yours, you lose one Heart, and get sent back to the Wardrobe as the game continues.

WATCH OUT FOR EDMUND!
Every now and then another player, EDMUND, will appear in the Wardrobe; at the same time the Witch will appear in the left-hand doorway. Edmund is powerless to resist the Witch, who draws him toward her. **You must try to reach Edmund and intercept him before he gets to the Witch.** If you do not, Adventure One ends and you are sent to the next Adventure. **NOTE:** Do not hit the Witch or she will send you back to the Wardrobe and you will lose a Heart.

Adventure One ends and you will be sent to Adventure Two if: 1. You get 10 Hearts or 2. The Witch captures Edmund. or 3. Your Time runs out.

ADVENTURE TWO
You are in an ICE MAZE. Your goal is to reach Aslan, the noble LION, and get massive bonus points. The Witch will send evil CRYSTALS through the maze to try to stop you.

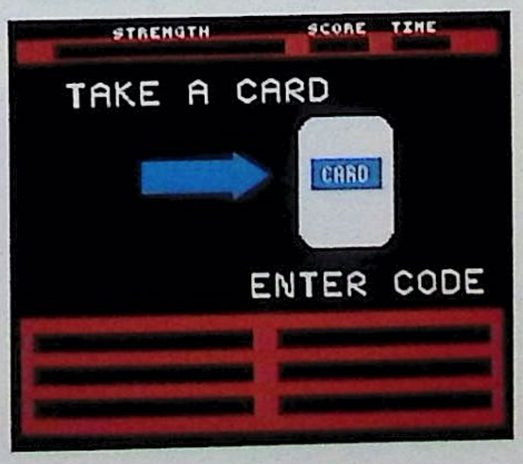
CRYSTALS
Each time you are hit by a Crystal, you are returned to the beginning of the Maze **and lose one Heart.** If you get hit after you have lost all of your Hearts, **the game ends.**

GRAVITY CHUTES
There are three Gravity Chutes in the Maze. Snow is falling down the Chutes. If you step onto a Gravity Chute, you fall to the bottom and the Maze seals behind you.

FLOWERS
Each time you touch a Flower, you receive 200 points.

DOORS
If you run into a Door, you are sent to a CARD SUB-ADVENTURE.

CARD SUB-ADVENTURES
Time will stop and the screen will say, "TAKE A CARD".
First . . . draw a card from the top of the stack.
Second . . . enter the code on the card into the computer.
Third . . . read the instructions on the screen and complete the adventure. A description of each Card Adventure is given below.
When your Card Adventure is completed, you will be returned



to the Maze and the game will continue. The Door you had entered will have disappeared, thus changing the maze.

REACHING ASLAN THE LION - BONUS POINTS

If you reach the LION, you get:

1000 points **for foiling the Witch,**

1000 points **for each remaining Heart,** and

the **remaining time is multiplied by 10** and added to your score.

You can see how important reaching the Lion is. **The game ends when:**

1. **The Witch steals all your Hearts with her Crystals.**

or 2. **Time runs out.**

or 3. **You reach Aslan, the Lion.**

CARD SUB-ADVENTURES

FENRIS ULF, THE WOLF

You are given 500 points to start. The Wolf dares you to roll an **Odd** number with the dice.

Do you want to try?

If you reply NO (enter N on keyboard), you get the 500 points. If you respond YES (enter Y on keyboard), you **Roll The Dice And Enter The Number.** If you roll an **Odd** number, the Wolf gives you 800 points. If you roll an **Even** number, you lose the 500 points you had. If you roll **Odd** numbers, you can continue with the Wolf giving you more points each time. Remember, you only get the points when you say NO.

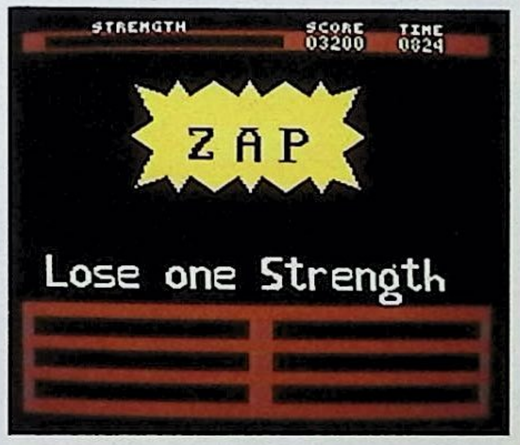
CAIR PARAVEL, THE CASTLE

The screen shows a track with 9 steps to hit a Star. You have 5 rolls, with one die, to hit the Star by exact count.

You roll a die and enter the number. The arrow will move to show you where you are and the number you must roll to win the 1000 bonus points. You continue this until you have either hit the Star or run out of turns. If you roll a higher number than you need, the arrow will not move but you will have used a turn.

ZAP

This is a bad card; you automatically lose a unit of strength, (Heart), and are sent back to the beginning of the Maze.



ASLAN, THE LION

This is a good card; you automatically are given a unit of strength, (a Heart).

JADIS, THE WITCH

STRENGTH
SCORE
TIME
Roll and Enter Number CAN YOU ROLL HIGHER ?
If you roll HIGHER , I will give you
If you lose, you lose 1 unit of STRENGTH
NUMBER TO BEAT= 0
POINTS SO FAR= 0
WANT TO TRY...Y/N

You roll both dice and enter the total; this becomes the number to beat. The Witch will ask you if you want to roll again to beat the number and will show you how many points she will give you if you do. Be careful, if you lose, you will get no points and lose one Heart.

Do you want to try?

If you say YES, roll the dice and enter the number. If you win she will offer you more points to try again. You only get the points when you say NO. The Witch wins all ties.

BONUS BEAVER - ODDS
This is a potential bonus card. You have one roll, (both dice), to get an **Odd** number. If you do, you get 1000 points. Roll the dice, if the total is **Odd**, enter Y; and you win. If the number is **Even**, enter N; and you lose.

BONUS BEAVER - EVENS
This is another potential bonus card. You have one roll, (both dice), to get an **Even** number. If you do, you get 1000 points. Roll the dice, if the total is **Even**, enter Y; you have won. If the number is **Odd**, enter N; you lose.

BONUS BEAVER - DOUBLES
This is the biggest potential bonus card. You have three rolls of the dice to try to get **Doubles**, (both die the same number). If you do, you get 5000 points. If you roll **Doubles**, enter Y; you win. If your first or second roll is not **Doubles**, do not enter anything, simply roll again. If after three rolls you did not get **Doubles**, enter N; you lost.

At the end of the game, if you or one of your friends wish to play again, enter Y.

FOR PARENTS AND TEACHERS

The Chronicles of Narnia by C. S. Lewis occupy a unique place in literature. Successive generations of children have immersed themselves eagerly in the delightful stories. Adults have appreciated them both for the captivating telling of tales and for their deeper meanings. But perhaps the most enduring benefit of these charming books lies in their ability to communicate and deal with the moral and ethical side of human existence in a deep yet understandable way. By bringing spiritual matters into the realm of compelling, human-like fantasy, Lewis stimulates our thinking and our moral awareness. Parents and teachers have long recognized this extraordinary quality, and have established The Chronicles as a spiritual learning resource of the first order. The publishers of ADVENTURES IN NARNIA computer games hope that these new products will continue and reinforce this tradition.

C.S. Lewis realized that the vehicle of fantasy-story could "sneak past" the inhibitions and religious presuppositions of children in a way that most other religious discussion could not. His goal was to illustrate spiritual concepts rather than to analyse or explain them. His well-founded hope was that young minds would discover the world of the inner person with all the potency of imagined personal experience, and be spurred on to greater depths of understanding.

This sequence of enjoyment-experience-enlightenment has been followed in the design of ADVENTURES IN NARNIA. This process allows learning to be child-paced, freeing the parent or teacher to be a supportive fellow traveller through the questions of discovery that emerge in the child's mind.

Whether your child has read the book or not, it is recommended that the game be played several times prior to discussion. If there is a group of children, they should take turns, experiencing the fun, trials and joyful experiences it contains, and getting to know the characters they encounter. Dialogue and idea reinforcement is now possible, utilizing the suggested discussion questions which follow.

Gameplay and preliminary dialogue will lead to a strong desire on the part of the child to read or reread the book. Further discussion and comparisons between game and book should be interspersed frequently by gameplay, reinforcement activities, and reading.

DISCUSSION QUESTIONS
(Questions for advanced or mature children are indicated by '***')

Following Gameplay:

Start by asking the children to react to playing the game, focussing their thinking using your own reactions. It is important to receive the individual impressions of each child:

* How did you enjoy the game?

* Which parts did you like best?
* What were the things that made it fun?
* How did it feel when you won (lost) the battle with the Dwarf?
* Who are the good characters in the game? Why are they good? Which is your favorite? Why?
* Which are the bad characters? Why are they bad?
* What are the bad things the Dwarfs do? (Stamp on flowers, hide behind bushes, destroy the Beavers, and steal your strength.)

Questions about the adventure in The Bushes:

* When you reach a Beaver, what happens?
* When you bump into a Dwarf, what happens?
* What do you think the Dwarf is trying to do?
* Why do you think the shape of a Heart is used to show how much "strength" you have?
* Do you think the Dwarfs and Beavers are your friends? Why?
* Who do you think sent the Dwarfs into Narnia?
* Who do you think sent the Beavers into Narnia?
* Sometimes another person enters the Wardrobe while you are playing. What did you have to do to avoid this Bush adventure ending and you being put in the ice maze?
*** As the game begins, the Witch turns Narnia from green to blue. What do you think this means?
*** Who do you think the other person is who appears in the Wardrobe while you are playing? (See book, Chapter 4)
*** Why do you think this person is powerless to resist the Witch? (See Chapters 3 and 4 of the book and discuss temptation.)
*** To keep playing in The Bushes Adventure, you have to intercept this other person before he is captured by the Witch. How is this like helping your friends when they are in trouble?

Questions about the adventure in the Ice Maze:

* Why do you need so much strength (so many hearts) when you enter the Ice Maze?
* What do you think the Witch is trying to do with the Crystals she throws out?
* Which is your favorite Adventure Card? Why?
* Which Adventure Cards don't you like? Why?
* The adventures with the Witch and the Wolf both tempt you to take risks. Which one is most dangerous? Why?
* How did you feel when you won or lost in the Card Adventures?
* Which part of the game gave you the most score?
*** Have you ever been tempted to take risks to get something you wanted? How did you decide what to do? What helps you to resist temptation? Who can you talk to about it . . . your parents . . . your friends . . . your teacher? Who else? Is there another guide that can help you decide what is good and what is bad?
*** What other things does this game make you think about? Choosing your friends? Trying to be good? Staying out of trouble? Is there evil in our world like the bad things in Narnia? Can you avoid evil? How? Are there good characters in our world like the friendly beavers in Narnia? Who are they? How do they help you?
*** Who does the noble lion, Aslan, make you think of? Discuss some of the ways in which this other person is like or unlike Aslan.

AFTER READING THE BOOK

Discuss the differences and similarities between the characters in the book and those in the game:

* Several characters appear only in the book. Which ones are they? Are they good or bad?

* Discuss events and places which appear only in the book . . . the Professor's house. The Stone Table, the Lamppost, the Beaver's house, Edmund's capture, *** the victory and defeat of the Witch, *** Aslan's death, *** the Deep Magic and the Deeper Magic.

ENRICHMENT ACTIVITIES

The actual activities you use should be adjusted to the age of your child.

* Create a map of Narnia.
* Draw a poster or mural of the characters in Narnia.
* Hold a Narnia party. Encourage the children to come in costume. Allow the children to decorate the room with their Narnia maps and posters.
* Play a Narnia guessing game along the lines of "Twenty Questions", in which the children take it in turns to think of a creature or object from Narnia while the others try to guess.
* Let the children act out the scenes and events of the book and game as a small play. Encourage them to use their own words to act out the characters they are portraying.

THE CHRONICLES OF NARNIA
by C.S. LEWIS

"... SOME DAY YOU WILL BE OLD ENOUGH TO START READING FAIRY TALES AGAIN."

C.S. Lewis
in his dedication of
The Lion, the Witch, and the Wardrobe.

The Chronicles of Narnia, first published in England in the 1950's, have attracted a devoted following of untold millions throughout the world and spanning three generations. Their publication established C.S. Lewis (who has been called "one of the most influential spokesmen for Christianity in the English-speaking world" (Time Magazine) by virtue of writings like **Mere Christianity, Surprised By Joy**, and **The Screwtape Letters**) in the top rank of fantasy writers alongside the likes of J.R.R. Tolkien and Beatrix Potter.

Here are seven wonder-full adventures that are your passport to a most extraordinary excursion through magical lands and enchanted happenings. Discover Narnia, a world of talking beasts, giants, tree-people and dwarfs ruled by the great golden lion, Aslan. Whether it's your first or your twenty-first trip "through the wardrobe," there are new wonders here you'll never forget!

C.S. Lewis was, until his death in 1964, professor of Medieval and Renaissance literature at Cambridge University. He is world-renowned for the wide range of his literary and scholarly talents. Like his close friend, J.R.R. Tolkien, Lewis was a master of mythological fantasy. They shared similar moral positions on good and evil, lacing their wonderful writings with symbolism reflecting these positions.

"Rich in illusion, entertainment and philosophy . . ."
PARENTS CHOICE

". . . how vast (are) the achievements of Mr. Lewis . . . The great themes of creation, fall, redemption and final consummation are all . . . presented so vividly that child and adult equally find themselves caught up in the spell."
NEW YORK TIMES

THE LION, THE WITCH AND THE WARDROBE

In which the Pevensie children first enter the fantasy world of Narnia to help Aslan, the noble lion, to free Narnia from the icy grip of the White Witch.

C.S. LEWIS
THE CHRONICLES OF NARNIA
C.S. LEWIS • THE LION, THE WITCH AND THE WA
C.S. LEWIS • PRINCE CASPIAN
C.S. LEWIS • THE VOYAGE OF THE "DAWN TREAD
C.S. LEWIS • THE SILVER CHAIR
C.S. LEWIS • THE HORSE AND HIS BOY
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THE HORSE AND HIS BOY
C.S. LEWIS
THE MAGICIAN'S NEPHEW
C.S. LEWIS
THE LAST

PRINCE CASPIAN

In which Prince Caspian of Narnia recalls the Pevensies to join his army of talking beasts in conquering the Telmarines.

THE VOYAGE OF "THE DAWN TREADER"

In which the children accompany King Caspian as he sails through magical waters searching for Aslan's Country and the End of the World.

THE SILVER CHAIR

In which the children journey through the land of the giants to help captive Prince Rilian to escape from the Emerald Witch's underground kingdom.

THE HORSE AND HIS BOY

In which a talking horse and a boy prince save Narnia from invasion.

THE MAGICIAN'S NEPHEW

In which the noble lion Aslan creates Narnia and gives the gift of speech to its animals.

THE LAST BATTLE

In which evil comes to Narnia in the form of a donkey disguised as a lion, and Aslan leads his people to his own country and a glorious new paradise.

The Chronicles of Narnia books are included in Adventures of Narnia by special arrangement with MacMillan Publishing Co., Inc.

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WARRANTY REGISTRATION CARD

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LIFEWARE™

A SPECIAL PRODUCT FROM WORD PUBLISHING

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PLAYING INSTRUCTIONS

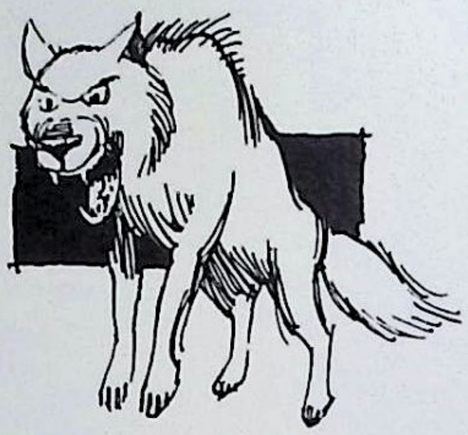
APPLE VERSION

1. Insert game diskette label side up into disk drive 1.
2. Turn on power switch on your computer.
3. After the program has loaded, you can choose to play with JOYSTICK (press J key) or KEYBOARD (press K key). In keyboard mode, use I (up), J (left), K (right), and M (down) keys to move player.
4. **SILENT RUNNING.** To turn off sound, press the S key while holding down the Control (CTRL) key. Repeat to restore sound.

COMMODORE VERSION

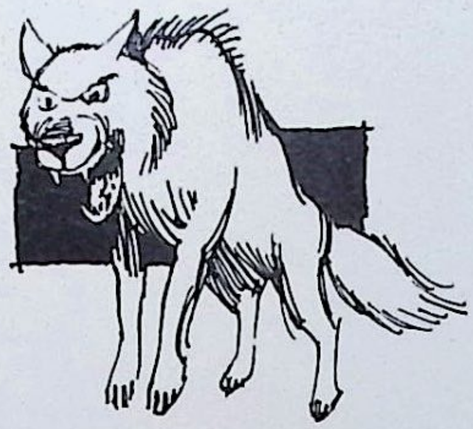
1. Insert diskette label side up in disk drive.
2. Turn on power for disk drive and computer.
3. When screen gives you "READY" prompt, type: LOAD "GAME", 8, 1 and press RETURN key.
4. Commodore version operates only with joystick.
5. To adjust sound level, use Volume control on your monitor or television set.

FENRIS ULF
THE WOLF



PRESS THE **W** KEY
ON KEYBOARD
(on Apple version,
also press **RETURN**)

FENRIS ULF
THE WOLF

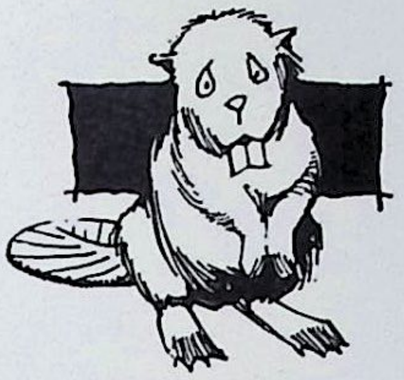


PRESS THE **W** KEY
ON KEYBOARD
(on Apple version,
also press **RETURN**)

EVENS

PRESS THE **E** KEY
ON KEYBOARD
(on Apple version,
also press **RETURN**)

EVENS



PRESS THE **E** KEY
ON KEYBOARD
(on Apple version,
also press **RETURN**)

ODDS

PRESS THE **O** KEY
ON KEYBOARD
(on Apple version,
also press **RETURN**)

ODDS

PRESS THE **O** KEY
ON KEYBOARD
(on Apple version,
also press **RETURN**)

DOUBLES

PRESS THE **D** KEY
ON KEYBOARD
(on Apple version,
also press **RETURN**)

DOUBLES

PRESS THE **D** KEY
ON KEYBOARD
(on Apple version,
also press **RETURN**)

TAKE ANOTHER CARD

TAKE ANOTHER CARD

TAKE ANOTHER CARD

TAKE ANOTHER CARD

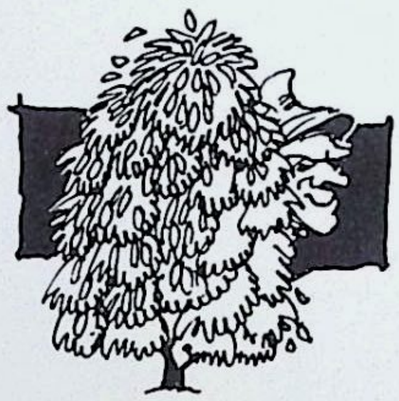
CAIR PARAVEL
THE CASTLE

PRESS THE **C** KEY
ON KEYBOARD
(on Apple version,
also press **RETURN**)

CAIR PARAVEL
THE CASTLE

PRESS THE **C** KEY
ON KEYBOARD
(on Apple version,
also press **RETURN**)

ZAP



PRESS THE **Z** KEY
ON KEYBOARD
(on Apple version,
also press **RETURN**)

ZAP

PRESS THE **Z** KEY
ON KEYBOARD
(on Apple version,
also press **RETURN**)

ZAP

PRESS THE **Z** KEY
ON KEYBOARD
(on Apple version,
also press **RETURN**)

ZAP

PRESS THE **Z** KEY
ON KEYBOARD
(on Apple version,
also press **RETURN**)

JADIS
THE WITCH

PRESS THE **J** KEY
ON KEYBOARD
(on Apple version,
also press **RETURN**)

JADIS
THE WITCH

PRESS THE **J** KEY
ON KEYBOARD
(on Apple version,
also press **RETURN**)

ASLAN
THE LION

PRESS THE **A** KEY
ON KEYBOARD
(on Apple version,
also press **RETURN**)

ASLAN
THE LION

PRESS THE **A** KEY
ON KEYBOARD
(on Apple version,
also press **RETURN**)

ASLAN
THE LION

PRESS THE **A** KEY
ON KEYBOARD
(on Apple version,
also press **RETURN**)

ASLAN
THE LION

PRESS THE **A** KEY
ON KEYBOARD
(on Apple version,
also press **RETURN**)

NARNIA

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COMMODORE 64

1. Turn on disk drive and computer.
2. Type:
   LOAD "GAME", 8, 1
3. Press RETURN key.

LIFEWARE™

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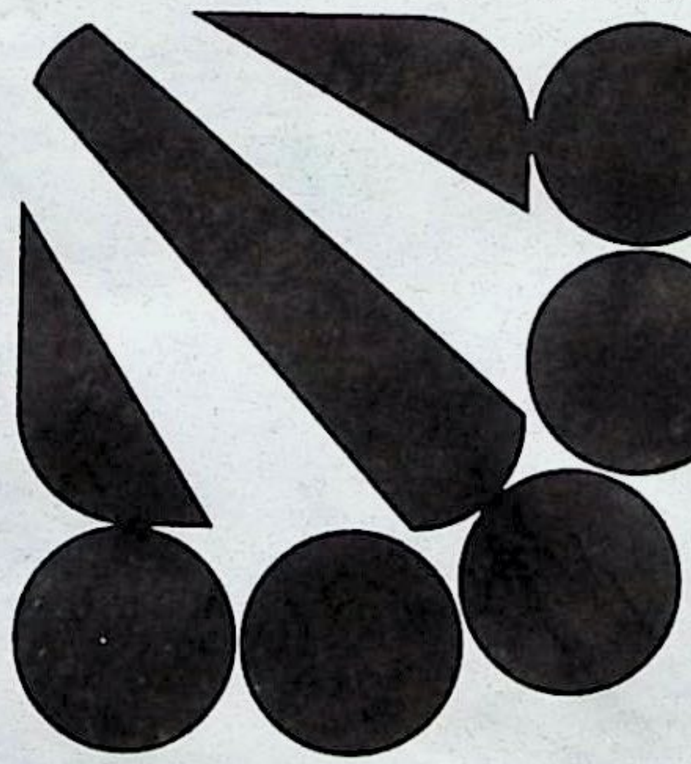
APPLE

1. Insert diskette in drive 1 label side up.
2. Turn on computer.

LIFEWARE™



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